CRAZY BRIX



7800™ Game Manual .

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Insert the Crazy Brix cartridge into your ATARI ⊕ 7800 ™ ProSystem as exclaimed in your Owner's Manual, and turn on your console.

Mug a joystick controller into the left controller jack to use the joystick, or you can also plug your paddle controllers into the right controller jack to use them.
 Press Takacti or move the controller handle left or night to choose a one.

 Press [Select] or move the controller handle left or right to choose a on or two player game and select the skill level. Easy, Normal or Hand.
 Press [Reset] or the left controller button to start the game.
 Press [Pause] to pause the came, press it again to resume play.

Moving the controller handle (or paddle) left or right will cause your Deflector to move in the same direction. Use the fire button to serve the ball.

ball.

Playing The Game

Break through 32 levels of Brix that will challenge and frustrate you. You

start the game with three Daffectors and lose one each time you allow both balls to escape off the bottom of the coreen. Keep both in play for as long as possible to rack up the big points!

You can play the game with either the lovable controller or the paddle con-

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Skill Levels

Each Skill Level starts the player at different points in the game (including the
player's score)

On the Easy Skill level, the bells start at their slowest speed. This is ideal
for young children or first time elevers.

 On the Normal skill level, the balls start at their standard speed. The is good for people already femiliar with the game, and similar games of this gents.
 On the Hard's bill level, the balls start out at a much feator speed, and hit their mack speed much righter. Only players with instant reflectes will be

 On the hard's sell rows, the balls start out at a much faster speed, and in their max speed much inglery. Only players with instane reflexes will be able to handle the fast-pace of this stell level!
 Scoring

Scoring
The number at the top-left of the screen is the current score for player one, and the number at the top-right of the screen is the current score for player two Penri values for Bink curr range from 10 points the doser they are to the

and the number at the top-right of the screen is the current score for player two-Pant values for Bix can range form 10 pants the closes they are to the bottom of the screen all the way up to 160 points toward the top of the screen. As long as both balls are in play, 100 points are also added to each Bix hit.

Bricht:
ECTRATURNS
You earn an extra Deflector every 10,000 points

Bring new life to vour 7800 **ProSystem**









Games.

Available only at the AtariAge Store.





